

**The Game comes out with 16 BIT Microcomputer
never used before.**



GET A WAY

UNIVERSAL

GETAWAY

ONCE TAKING A SEAT,
YOU'LL BECOME A PRO RACER....



SCORCHING SPEEDS!
EXPLOSIVE ACTION!



FEATURES

1. THIS IS THE COMPUTER
2. THE GAME IS A REALISTIC RACE
3. THE GAME HAS 10 GAMES ON IT
4. AT THE FINISH LINE, PLAY, REPLAY, PLAY.
5. HIGH SCORE BOARD
6. EYE-CATCHING GRAPHICS

* 34.45
64.5" (D)
20.75" (M)
29.1" (W)
• AC 115/240V
50/60Hz
150W

731-14548

THE ULTIMATE IN COMPUTERIZED GAMES. THRILLS GALORE.

STEP ON THE ACCELERATOR
AND BREAK AWAY
FROM THE PACK

GETAWAY! AND OFF YOU GO
AT FANTASTIC SPEEDS!

A "Bit" is a unit of information processed by a computer. Conventional games come with 4 bit or 8-bit micro-computers but UNIVERSAL-
GETAWAY features a 16-bit micro-computer which gives it about the game processing ability of a mini-computer. By incorporating a 16-bit micro-computer, Universal has made it possible to give its game fast sophistication and fun.

Switchable options

- English/Japanese game display selection
- Cars per player:
 - 1 Car - 2 players
 - 1 Car - Per player
 - 2 Cars per player
- Points setting for extended play:
 - No extended play/2,000 points/5,000 points/10,000 points/14,000 points/15,000 points/16,000 points/17,000 points/18,000 points
- Points setting for free play (bonus panel):
 - No bonus game/2,000 points/3,000 points/4,000 points/5,000 points/6,000 points/7,000 points/8,000 points
- Play time setting

IVERSAL

FIRST GAME IN THE WORLD TO FEATURE A 16-BIT MICRO-

EMPLOYS A BIG 26-INCH COLOR SCREEN FOR DAZZLINGLY
STRUCTURE.

PACKS IN MORE THRILLS THAN ANY OTHER CAR RACE
THE MARKET.

BACK OF A SWITCH, YOU CAN SELECT AMONG EXTENDED
TIME, GAME TIMER, ENGLISH DISPLAY AND JAPANESE DIS-

S FOR EACH DAY ARE DISPLAYED ON THE T.V. SCREEN.
CABINET AND FASCINATING ACOUSTICAL EFFECTS.

KEEP YOUR EYE ON THE GAME

SET YOUR VEHICLE IN LOW GEAR AND REV UP THE ENGINE. THEN, WHOOSH, YOU'RE OFF. KEEP A FIRM HAND ON THE STEERING WHEEL AND ROAD AROUND THE CIRCUIT. (YOU'LL FIND YOU GET BETTER ACCELERATION WHEN YOU START IN LOW. AND YOU GET MORE POINTS, TOO!)



You're on a clip zone (1). You can't turn the steering wheel. The car skids and veers to the side. To get out of this zone, you have to be able to handle the steering wheel expertly and master the technique of axle operation.

If this were our only feature, you'd soon get tired of it. That's why GET A WAY features strong, resilient car bodies that can survive collision and keep racing around the track.



The rear bumper of the player's car is super-tough. If other cars bump you from behind, they suffer the damage - not you! (2) Also, the sides of the car body are sturdy built so that other cars can be shoved aside and keep you on the track.



The car will not break up from the front as long as the front bumper avoids a head-on collision. If you mishandle the steering wheel or hit another car at an oblique angle, you'll lose half your front bumper - but you can still keep going. (3)



However, if you get hit in the same spot a second time, that's the end. You go into a spin and burn up. (4)



But if your car crashes into the green stones at the side of the road, it catches fire and explodes. Also depending on how you bump into the other cars, your car may fly off the course and burn up. (5)(6)(7)



Once you have built up a certain number of points, the playing time is extended. The score display band color changes and a siren announces that the play has been extended. (8) Replays are also possible. If you reach a certain number of points, you are given a bonus game.

At your points pile up, the number of rival cars increases. To control the axle, steering wheel and gates at the same time, you need to have superior skills to win. This game is so exciting that you won't be able to stop once you roll out onto race track!

COLOR UNIVERSAL



VIDEO



UNIVERSAL CO., LTD.